2026-2027: HERMANTOWN HOCKEY TOURNAMENT RULES

All games will be played under/in accordance with the rules of USA Hockey and Minnesota Hockey unless otherwise specified.

1. All officials will be USA Hockey registered. Referees are assigned by the Northeast Hockey Officials Association and not assigned by Hermantown Hockey
2. Medical personnel as recognized by USA Hockey will be present at each game.
3. Canadian teams must wear protective equipment as designated by CAHA.
4. All credentials will be presented prior to the team's first game. No exceptions will be allowed. Please have the following documents:
    a. Governmental copies of Certified Birth Certificate for each player (hospital and baptismal certificates will not be accepted). EXCEPTION: MN Hockey rostered teams DO NOT need to provide birth certificates. All other teams MUST provide them.
    b. Copy of players and coaches USA Hockey Individual Membership Registration Form (if not electronically filed through USA Hockey).
    c. Proof of insurance: Signed, stamped roster by the District Registrar or his or her designee. Canadian teams will provide their travel permit as proof of insurance.
    d. All teams must provide a Players Roster approved by USA Hockey Registrar or by his/her designee. Canadian teams must provide player rosters approved by governing associations.
5. All games will be played under the no protest rule. The referees' decisions are final.
6. Any player or coach who has a game misconduct penalty is out of that game and the next game, and cannot be on the player's bench. In the case where a game misconduct, gross misconduct to match penalty, has been assessed, the incident shall be reported to the Minnesota Hockey district director within five days of the incident. Any player involved in fighting is out of the tournament.
7. Team managers will be responsible for keeping team parents and non-team officials away from the player's bench, locker rooms and referee's locker areas.
8. Ice will be resurfaced during the games every two periods (Peewee/U12 and up).
9. The team whose name appears first will be the "home" team and will wear white.
10. Visiting teams will have to wear pullovers, if necessary.
11. All teams must be ready to play 30 minutes before scheduled game time.
12. A maximum of twenty (20) players may be on the roster and dressed by each team for each game. Not more than four adults (coaches and managers) will be allowed in the player's box when games are in progress.
13. Each team is guaranteed four (4) games. All games will consist of three (3) stop time periods of 15 minutes for Peewees/12U and above and 12 minutes for Squirts/10U and below.
14. Penalties: Bantam/15U, 2 minute Minor, 5 minute Major, and 10 minute Misconduct. PeeWee/12U, 1.5 minute Minor, 5 minute Major, and 10 minute Misconduct. Squirt/10U and below games, the penalty minutes will be 1 minute.
15. There will be a three (3) minute warm-up before the start of each game and a one (1) minute rest between periods.
16. If any team is ahead by six goals in the 3rd period, the 3rd period will be running time. The clock will stop for injuries and penalties.
17. Each team will be allowed one, two (2) minute time-out during each game.
18. During Pool Play if the score is tied at the end of regulation, the game will remain a tie.
19. Championship Round (Sunday's Games): In the event of a tie game: A two-minute rest period will be followed by a five minute 4 on 4 sudden death overtime. If the game is still tied an immediate five-minute 3 on 3 sudden death overtime will take place. If the game remains tied, there will be an immediate three-person per team shootout to determine the winner. If the score is still tied after the three-person shootout, the sudden-death shootout will continue as necessary until a winner is determined. No player may take multiple attempts in the shootout until every skater (non-goalie) has taken one shot.

POOL PLAY: Pool Play standings (1st, 2nd, 3rd, etc.) shall be determined on the basis of two (2) points for a win and one (1) point for a tie. If two or more teams have an equal number of points, their position in the standings shall be determined by (1) head to head record*, (2) total goal differential with a max of 6 goal differential per game, (3) fewest goals allowed, (4) fewest penalty minutes, (5) coin toss.

*If there is a tie amongst more than 2 teams, head to head record shall be omitted unless all tied teams have played each other an equal number of times. In the event of a 3-team tie, after the top team has been established, tiebreaking for the remaining teams starts over with the first tiebreaker (head to head record) and continues until the tie is broken.

**Within a 7- team tournament the team that plays 4 games prior to Sunday seeding games will have their lowest-scoring game dropped from their final point total. **Within a 7- team tournament if after (*) still produces a tie in the standings then a coin flip will determine the position standings.

CHAMPIONSHIP/3RD PLACE GAMES: Point totals from the results of Pool Play will determine Sunday's games. Team 1 will play team 2- Championship/ Team 3 will play team 4- 3rd place/ Team 5 will play team 6- 5th place, etc.